CLAIMS

1. A game card for playing a game of chance, said game card comprising: a matrix of five rows and five columns defining twenty five grid squares adapted for playing the game of bingo, the matrix consisting of a grid known as a bingo card.

2. A method for gaming, the steps including: receiving a wager to enable the gaming device, enabling a primary display, displaying randomly selected first indicia within the row-and-column matrix, displaying randomly generated second indicia to be compared to said first indicia the pre-assignment of multiplier values to each position within the row-and-column matrix, and leading to a bonus multiplier event, wherein when said randomly generated second indicia match any of the first indicia in any positions on said matrix, the matching position values are multiplied and totaled, resulting in a bonus multiplier total, said bonus multiplier total is applied in a second comparison to a predefined corresponding paytable or award card of winning bonus multiplier total amounts, and credits are awarded if a winning outcome is attained.

3. The method of claim 2 including assigning of bonus multiplier values to each spot within the row-and-column matrix.

4. The method of claim 2 including correlating bonus multiplier totals to a preassigned award to be used in said awarding of credits.

5.The device of claim 1 including configuring said randomly numbered grid as a 5 by 5 matrix.

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6. The method of claim 5 including not assigning the center position of said matrix as a random number while always considering it to be a matching position.

7. The method of claim 5 including the center position of said matrix is assigned a numbered position.

8. The method of claim 5 including preassigning the center position of said matrix a random multiplier bonus adjustment value to be used in said awarding of credits wherein

    A. the multiplier value remains fixed and

    B. the multiplier value changes through an external stimuli.

9. The method of claim 2 including awarding of credits by a plurality of levels of progressive awards, wherein each award level is dependent on the success of a plurality of players simultaneously.

10. The method of claim 2 wherein said second indicia are embodied as bingo balls.

11. The method of claim 2, further including assigning a multiplier value to each individual column starting with the "B" row and ending with the "O" row, where each lettered grid square may contain a selected multiplier that would result in a winning wherein

    A. the multiplier value remains fixed and

    B. the multiplier value changes through an external stimuli.

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